

English Instructions

JOHN BARNES
European Football



Krisalis Software Ltd
Teque House, Masons Yard, Downs Row, Moorgate,
Rotherham, S60 2HD
Telephone: 0709 372290 Fax: 0709 368403

Important

1) No More Games

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*Any fool can copy
software... It takes a little
more intelligence
not to*

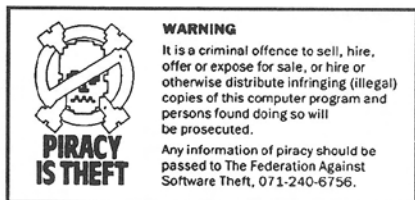
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JOHN BARNES
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three

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John Barnes of Liverpool and England

JOHN BARNES' background is as unusual as his talents. His father is Colonel John Barnes, educated at Sandhurst and now Second-in-Command of the Jamaican Army. His mother is a producer for Jamaican Television, one sister is a tennis professional at one of the world's most exclusive clubs in Montego Bay, and his other sister is a lawyer. John himself went to Marylebone Grammar school, while his father was the Jamaican Military Attache at the court of St. James

John himself showed enough early ability at swimming, athletics, cricket, tennis and squash to have probably achieved international status in any of them, if he had not chosen football.

As a football player his rare talents are acknowledged by the experts throughout the world, he is destined to be placed alongside the great names in soccer history.

He is now an established player for both Liverpool Football Club and as a member of the England National Team.

John Barnes European Football - Instructions

Loading the game

Amiga and ST (1 Megabyte)

Please note that 'John Barnes European Football' requires one Megabyte or more of memory to run. If your computer only contains 512K, then you will require a half Megabyte memory expansion to run the game.

Ensure your computer is switched off before loading. Turn on the computer and insert the disc into the disc drive. The game will autoboot, and the title screen will be displayed. If this does not occur, turn off the computer and try again.

Section 1

The Main Section

Upon loading you will be presented with a screen showing the configuration of your computer. Wait a few seconds, and after selecting your language the main menu will be displayed. On all menus you will see a representation of a function key, alongside each option. Pressing the relevant key on the keyboard will either toggle an option on or off, change a detail in the game, or take you to a new screen. Alternatively you may move a pointer over the keys and press

fire to select. Press 'HELP' to bring up the pointer, and once again to cycle through the various control devices (mouse, joystick or keyboard) depending on which one you wish to use. (default keys are: Amiga - Z, X,], # left Amiga key, right Amiga key. ST - Z, X,], ', Alternate, Capslock).

Main Menu

This contains the following options:

- F1 - Load Game.
- F2 - New Game.
- F3 - Play Arcade.
- F4 - Options.

a) F1 - Load Game - This allows you to load a previously saved game, and continue from the point that you saved out. Saving out a game is described later.

b) F2 - New Game - Selecting this option takes you into competition for the European Nations Cup, to compete with the cream of European talent from eight nations to become the Champions of Europe. Displayed on the screen are eight diagrams representing the teams taking part in the 1992 Championships.

These are:

- F1 - England
- F2 - Scotland
- F3 - Germany
- F4 - Sweden
- F5 - Yugoslavia
- F6 - Holland
- F7 - C.I.S.
- F8 - France

Pressing the relevant function key will give human control to that team for the length of the tournament. You will notice that 'P1' appears over your first selection. This team will now be controlled by player one. The team may be de-selected by pressing the same key again, or more players added by pressing others. Up to eight players may participate in the tournament at the same time.

When happy with your selections, pressing F10 will take you to the next menu which contains the following options:

a) F1 - View tables - This shows the order of the two groups, and semi-final and final pairings if you are at that stage.

b) F2 - Save game - Insert a save game disc into the disc drive, and select this to save game point to disc, enabling you to carry on at a later time. After selecting which drive, press one of the Function keys shown on the screen to save a game to that 'box'. If any of the 'boxes' contain games already, a piece of text will be displayed along with it, although you may save over any game with a new one.

c) F3 - Play next match - This will play out the match displayed on the screen under the heading 'next match'. If no human players are involved the computer will decide the result. If one or two players are involved then you must select the formation you wish to adopt for the match.

Choose from the following:

- F1 - 4-4-2
- F2 - 4-3-3
- F3 - 4-2-4
- F4 - 1-3-3-3
- F5 - 3-2-5
- F6 - 5-3-2

Select your formation depending on the tactics you wish to employ, be it attacking, defensive or balanced. You will now enter the match selection which is described in detail in section 2 of these instructions.

d) F10 - Quit competition - Select this option to clear the current competition and return to main menu, but remember, all results and placings will be lost.

Main Menu (Continued)

c) F3 - Play Arcade - This allows you to play a one-off match between any two teams, without having to go through the cup competition. Select one or two player match, followed by player 1 team and formation, followed by player 2 team and formation or computer team. You will now enter the match section,

which is described in detail in Section 2 of these instructions.

d) F4 - Options - Selecting this takes you to a further menu, from which many of the games' features may be altered to suit your tastes. A description of each option is give below:

F1 - Weather - Turning this option 'ON' will result in random rain showers during the match, which makes the pitch slippery and ball control more difficult.

F2 - Scanner - Turning this 'ON' will show a small map of the pitch during play, to make location of the players easier. this is especially useful when controlling one player only.

F3 - Match length - Alter this to select the length of time in actual minutes that the match will last. You may choose 4, 10, 20, 30, 40, 50, 60, 70, 80 or 90 minutes. Default length is 10.

F4 - Set pieces - Turn these off if you do not wish to go through the sequence of setting up complex strategic free kicks. These will be replaced by the usual one kick set piece.

F5 - Choose game controls - Select the device you wish to use to control your players with this option, between one button joystick, two button joystick, keyboard or mouse. The column on the left is used to select the control device for player one, whilst the right hand column displays controls for player two. Press the required function key (F1-F6) to select.

Also from within this screen you may configure mouse sensitivity by pressing 'F8', or define the keys for keyboard control by selecting 'F9'. To adjust mouse sensitivity, use the keys 'F1' and 'F2' to slide the bar between the 'sleepy' mouse and the 'active' mouse, and move the mouse around to test the setting's represented on the joystick diagram at the top of the screen.

To define the control keys, press 'F9' and follow the prompts at the bottom of the screen, which will ask you to choose a key for right, left, up, down and two kick buttons. Press 'F10' to exit this screen.

F6 - More options - Includes the following choices:

F1 - Control all players/ John Barnes - Selecting 'Control all players' means you will always control the player who is nearest to the ball, no matter who he is (goalkeeper excluded).

Selecting 'John Barnes' only, means control will stay with that player, although the screen will still follow the ball. It is advisable to watch the scanner when locating your player, to move him into position, or bring him on to the screen.

Note: If this player is sent from the field (shown a red card) or substituted, then control will revert to full team. Remember, you **MUST** select England as your team to use this option.

F2/F3 - Swap kick function (player 1 & player 2) - Use this

option to swap the kick button functions i.e. button B/single press becomes kick and button C/double press becomes lob. Select again to revert to normal.

F4 - Celebrations on/off - When a goal is scored, an exuberant player will run off the pitch, and celebrate by running alongside his jubilant fans. If you do not wish to spend time watching this sequence, set this option to 'OFF'.

F6 - More options - Takes you to the previous 'options' menu.

F10 - Exit - Takes you back to the main menu.

Section 2

Playing The Match

Press any kick button to make the players run on to the field. The match will begin when all players are in position.

Single button joystick (Amiga/STstandard)

Use the joystick directions to control the nearest player to the ball. This player is signified by arrow beneath him, which also indicates the direction in which the team is kicking.

To tackle the ball from an opponent, move your player as near to him as possible, and when in suitable range your player will attempt the tackle. If successful, possession of the ball will be transferred to your man.

Keyboard control

The control keys are fully definable from the menu in the first section of the game. Use the same method of control as for dual button joystick, using the two keys in place of buttons 'B' and 'C'.

Throw-ins and free kicks -
Move the cross-hair to the intended target area and press either kick button.

Close range free kicks -
When a player is fouled in close proximity to his opponents' 18 yard box, and this option is turned on, an advanced strategic free kick may be next up. This is taken as follows:

1) The attacking team must first set up their players in position for the kick. This is done by aiming the cross-hair at any player, holding down either kick button, and moving the joystick in any direction. To place the player, release the button. Next, the player must be instructed on what to do when the kick is taken. Use the up and down directions to cycle through the options on the panel. These are:-

a) Wall player - This option is mainly for the use by the defensive team. A wall player will stand still during the free kick, and hope to block the ball.

b) Inactive player - This player will run to a given spot.

c) Active player - This type of player will run to a given spot, and then kick the ball to an area of your choice, should it reach

him. Assuming 'active' or 'inactive' is chosen, hold down either kick button and move the joystick to 'stretch' out the yellow line that appears. This represents the path the player will take before the kick is taken. If 'active' player is selected this process is repeated with a black line which represents the direction the player will kick the ball if it reaches him. The length of the line is equal to the strength of the kick ie. a short line = low power, long line = high power.

You may now select another player to move, or, when you are satisfied with the positioning, move the cross-hair to any area not occupied by a player and press either kick button. Confirm your selection by moving the joystick up or down to display the word 'YES' on the panel at the bottom of screen, and pressing either kick button.

2) The defensive team must now repeat this process and move their players into position to defend the kick. The computer will set up a default 'wall' of players, although you may alter this as much as you like.

3) The attacking team now has a further chance to alter the positions only of their players. Repeat the method in 1), and press either kick buttons over the pitch to continue.

4) Finally, the attacking team must select the player who is to take the free kick, by selecting with the cross-hair and pressing either kick button. Stretch out

the kick line as before. After selection you will see a picture of a football appear on the panel. Move the joystick in any direction to alter the position of the red star. This represents the area that the taker will strike the ball. Different effects may be achieved as follows:

Top - Low kick
Bottom - Chip kick
Left/Right - Swerve

You can use different combinations of these together eg. down/left to chip and swerve.

5) The free kick will now be taken. When the sequence has run through, play will be handed back to your control.

Note: If you are playing against the computer, then the relevant section will be set up automatically.

Penalties - A player who is tripped in his opponents' 18 yard box, either by the opposition goalkeeper or another player, will be awarded a penalty kick. This is taken by holding the joystick in the direction you wish to shoot (left, right or central) and pressing either kick button/double or single-tapping, depending on the height of the kick you choose.

Extra keyboard commands

Control + Q - Quit match
F1 - Pause/un-pause
F5/F6 - Team 1/2 substitution
F9 - Scanner position (if displayed)
F10 - Action replay

Note: During Action

Replay you can load a previous replay or save the current replay to a disk in your internal drive.

F1 - Load replay

F2 - Save replay

Substitutions - Each team has four substitutes on the bench, of which two may be brought on to the field, replacing tiring players. To make a substitution press the relevant sub. key (F5 team 1, F6 team 2), and overlaid on the flag at the bottom of the screen you will see the numbers 1 2 3 4 with a small football beneath the '1'. These represent the four substitutes on the bench, and you will notice that holding your control device left and right will move the football to the next number. Move the joystick 'up' and the number will start to flash, and the relevant substitute will leave the bench, and start to warm up. At the next break in play this player will then be ready to come onto the field, although you can cancel him by moving the joystick 'down' when beneath his number, to cease flashing and make the player sit down again. Note that you may only have a maximum of two substitutes warming up at any time, and when two have been brought on to the field, no more substitutions can be made. Press the relevant Sub. key once again to remove the numbers and return to the game.

When the ball next goes out of play the substitution will be

made, and the players will run to their bench alongside the coach, who will be holding up one or two numbered cards. Move the joystick left or right to change the number on the left card, and up and down for the right (double substitution only). These numbers represent the players who are to come off the field, and their names will also be printed on the panel at the bottom of the screen. When happy with your choice(s) press either kick button and the swap will be made.

If a cup semi-final or final match is drawn, then you play extra time. If the scores are still level after this period, then a penalty shoot-out is played. Both teams must take five penalties each, and the team that scores the most are declared the winners.

If the penalty scores are level after five kicks each, you will enter sudden death penalties ie. the first to miss a penalty lose the match.

When running with the ball, a single press of the kick button will execute a lob pass or shot. A quick tap of the button will give medium power shot, whilst holding it down for a little longer will vary the power, from a weak pass to a hard shot, depending on the duration of the press. Holding the joystick left or right immediately after kicking will add swerve to the shot.

When not in possession of the ball, the single tap will cause the nearest player to the ball

attempt either a header (normal or diving) or a volley shot, depending on his range to the ball.

The other actions are available by using a double instead of a single press of the joystick button. This means pressing twice in quick succession, as you would do when using a mouse on the workbench/desktop.

When running with the ball, a double press of the kick button will execute a low pass or shot. A quick double tap of the button will give a medium power shot. Holding down the second tap for a little longer will vary the power, from a weak pass to a hard shot, depending on the duration of the pass. Holding the joystick left or right immediately after kicking will add swerve to the shot.

When not in possession of the ball, the double tap will cause the nearest player to carry out a sliding tackle.

Notes

1) The button functions may be swapped by selecting from the relevant menu in the first section of the game.

2) If you have opted to control John Barnes only from menus, then control will stay with that player permanently, instead of switching to the nearest man to the ball.

Dual button joystick (Console Standard)

Control is virtually the same as above, with the following changes:-

The single-tap functions are accessed from button B, whilst a single press of button C replaces the double-tap command. The 'START' and 'A' buttons are unused.

Mouse control

Use the same method as for dual button joystick, using the left mouse button in place of button B, and the right mouse button for C.

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Telephone: 0709 372290 Fax: 0709 368403